

## **ANDROID: NETRUNNER (THE CARD GAME)**

### **RULES AND SUMMARY (VERSION 1.3)**

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The following rules, summary of play, and reference cards are meant to be used with Android: Netrunner (The Card Game) to provide an easy reference for players. They are meant to supplement the instruction manual, and players are encouraged to read the original manual first.

Included is an 8x8 inch two-sided complete set of rules and two 8x4 inch single-sided summaries of turns and run order.

v1.3: Minor text edits and rules clarifications.

v1.2: Minor text edits.

v1.1: Rules and wording clarifications, updates from FAQ 1.0.

### **PRINTING INSTRUCTIONS:**

Pages 2 and 3 should be printed back-to-back at 100% scaling and trimmed down to the edges to create a single two-sided reference card.

Page 4 should be duplicated and printed back-to-back on itself. Cut around the edges and down the middle to form two identical two-sided reference cards.

Enjoy!

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## Basic Game Rules

### SETUP

1. Decide on a side and faction. Each player places his identity card face up.
2. Separate out each kind of token into banks.
3. Each player takes 5 credits.
4. Each player shuffles his deck and draws a starting hand of 5 (this is the starting hand size limit). He may mulligan *once*.

### DECK BUILDING RULES

A deck must have at least as many cards as its identity's minimum deck size (white box on bottom).

Only 3 copies of the same card allowed in a deck.

The number of out-of-faction cards is limited: the total influence (box with orbs in the bottom corner) of out-of-faction cards cannot exceed the influence limit of the identity card (shaded box on bottom). Cards without an influence box *cannot* be used with another faction.

The Corporation decks must have agenda points based on deck size: 40–44 cards = 18–19 points; 45–49 cards = 20–21 points, 50–54 cards = 22–23 points, *etc.* (add 2 for each additional 5 cards).

### PLAY AREA TERMINOLOGY

Terms are divided into Corporation (blue) and Runner (red) terms.

**HQ/Grip:** player's hand

**R&D/Stack:** draw deck

**Archives/Heap:** discard/trash pile

**Central Servers:** HQ, R&D, or Archives

Corporation cards are played on the **root** of each central server (the space below each server) or in separate areas called **remote servers**. The identity card serves as HQ for installation purposes.

Runner cards are played on the **rig** (one row each for programs, hardware, and resources).

### CORPORATION TURN SUMMARY

The Corporation begins. Players then alternate.

### DRAW PHASE

Draw the top card from R&D. If there are none, the Runner wins the game.

### ACTION PHASE

The Corporation must use *all three clicks* (⌚) during the action phase to do any of the following (costs listed in parentheses).

► **Draw one card** (⌚):

Draw the top card from R&D.

► **Gain one credit** (⌚)

Take one credit token (⌚) from the bank.

► **Install agenda, asset, upgrade, or ice** (⌚)

May install one card *facedown* (*unrezzed* and *inactive*) for each click spent. May pay the credit cost (in the upper left corner) to flip up (*rez* and make active) an **asset** or **upgrade** if able.

Cards may be installed in existing servers or in an empty area to create a new **remote server**. Cards already in that server may be trashed first.

**Agendas** and **assets** may only be installed in **remote servers**. A remote server may have up to *one* agenda or asset. If one already exists, it must be trashed first to install a new one.

**Upgrades** may be installed in any server in any number. *One region* upgrade allowed per server.

**Ice** is installed in the *outermost* spot (in front of all the other cards) on that server for a ⌚ cost equal the number of ice cards already protecting the server.

Agendas, assets, and upgrades are placed *vertically*. Ice is placed *horizontally*.

Unless stated by a card effect, cards may never be rearranged.

► **Play an operation card** (⌚)

Play the card face up, resolve its effects, and discard it.

► **Advance a card** (⌚ + ⌚)

**Agendas** and other cards stating they may be advanced may receive an advancement token even while *unrezzed*. If the tokens equal or exceed an agenda's requirement (in the upper right corner), it is fully advanced and may *optionally* be scored. If scored, it goes faceup (and active) into the scoring area as a free action, resolving any "when you score" abilities.

► **Trash a Runner resource** (⌚ + ⌚)

If the Runner is tagged, the Corporation may trash one of his **resources**.

► **Purge virus counters** (⌚ ⌚ ⌚)

Remove all **hosted** virus counters to the bank.

► **Trigger card ability**

Any card with the ⌚ icon may be played by paying its listed cost.

### DISCARD PHASE

Discard cards from HQ *facedown* and horizontally into Archives down to limit.

### RUNNER TURN SUMMARY

#### ACTION PHASE

The Runner must use *all four clicks* (⌚) during the action phase to do any of the following (costs listed in parentheses):

► **Draw one card** (⌚)

Draw the top card from the stack

► **Gain one credit** (⌚)

Take one credit token (⌚) from the bank.

► **Install program, resource, or hardware** (⌚)

May install one card *faceup* (*active*) for each click spent by spending the card's install cost.

**Programs** have a memory cost (⌚) that combined cannot exceed the Runner's total **memory units** (Runners have 4 MU to start). Trash any installed programs if in excess until no longer exceeding the MU.

**Resources** and **hardware** are unlimited but may not be trashed. *One console* hardware is allowed.

► **Play an event card** (⌚)

Play the card face up, resolve its effects, and discard it.

► **Remove one tag** (⌚ + ⌚)

Remove one of the Runner's tags.

► **Make a run** (⌚)

Start a run against the Corporation (see below).

► **Trigger card ability**


Any card with the ⌚ icon may be played by paying its listed cost.

### DISCARD PHASE

Discard cards from grip to heap down to limit.

## RUNS

### INITIATION PHASE

Runner declares which server he is attacking. For each **Bad Publicity** token the Corporation has, the Runner gains one  to use *for that run only*.

If there is no ice, go to the Access Phase.

### CONFRONTATION PHASE

Confrontations begin with the outermost ice.


#### Approaching ice

Unless the Runner is approaching the first ice, he can choose to **jack out** instead to end the run (which is then unsuccessful).

The Corporation may choose to rez (by paying the cost in the upper left) *only the approached ice* as well as any other non-ice cards. If the approached ice is not rezzed, the Runner bypasses it and continues on.

#### Encountering ice

An **icebreaker** can only interact with an **ice** if its strength meets or exceeds the ice's strength (in the lower left of each card). Any icebreaker card abilities that add "strength" do so *only for the current ice*.

The icebreaker's abilities may allow it to break **subroutines** (). If there is a **subtype** listed (*sentry, barrier, code gate, or trap*), it may only break a subroutine if the ice has that listed as one of its subtypes. If no subtype is specified, it can work on any ice. The Runner may use as many installed cards as he wishes.

Any remaining subroutines now trigger. If they end the run, the run stops and is unsuccessful.


Repeat the Confrontation Phase until there are no more rezzed ice left or until the run ends.

### ACCESS PHASE

Once having passed all the ice, the Runner may choose to jack out (run ends unsuccessfully). If not, the Corporation can rez any remaining cards.

Then, the Runner accesses that server's cards based on the server type (see below).

If he finds an agenda, he must **steal** it and score it, resolving any "when you steal" abilities.

Otherwise, he may **trash** a card if a card has a trash icon () by paying the cost in the icon. Trashed cards go into the Archive face up.

All cards not trashed or stolen are returned to their locations. Any viewed unrezzed cards remain facedown.

### R&D

Look at the top R&D card (secretly, unless forced to reveal by card) and all upgrades in the root.

### HQ

Look at one random card and all upgrades in the root.

### Archives

Look at all cards (flip them faceup) and all upgrades in the root.

### Remote server

Look at all the cards in the server. Ice is never accessed.

## WINNING CONDITIONS

A player whose points of agenda cards (along the card's middle left side) in his score area reach seven immediately wins.


If the Corporation tries to draw from an empty R&D, the Runner wins.



If the Runner flatlines (takes damage with no cards left or has a maximum hand size of less than zero) at the end of his turn, the Corporation wins.

## OTHER RULES

### TRACE

If a card initiates a **trace**, proceed as follows:

The base strength of the trace is the number listed next to the "**trace**" text on the card. The Corporation may increase the **trace strength** at a cost of 1  per strength.

The Runner then calculates his **link strength** by counting the total of his **links** () on all his played and identity cards. He may then increase his link strength at a cost of 1  per strength.

If the trace strength *exceeds* the link strength, resolve the "if successful" effects. Otherwise, resolve the "if unsuccessful" effects.

### TAGS

If a card tags a Runner, he takes a **Tag** token and is considered "**tagged**" for all related effects. The Corporation may trash his resources, and the Runner may remove his tags, by taking the corresponding actions (see above).

## DAMAGE

For each **damage** (*meat, net, or brain*) inflicted on the Runner (by cards and subroutines), the Runner trashes one of his grip cards randomly into his heap.

For each **brain damage**, the Runner takes a brain damage token and reduces his maximum grip size by one.

If he has no cards left to discard from damage or has a hand size less than zero at the end of his turn, he **flatlines**, and the Corporation wins.




## TRIGGERING ABILITIES

Players may trigger paid abilities or (for the Corporation) rez non-ice cards at the beginning of each player's turn, after each action of the Action Phase, and at the end of the Discard Phase. Paid abilities may be triggered as many times as desired if the cost and restrictions can continue to be met.

If both players may use abilities, the active player uses his first, then the other player, then alternating until one passes. Then neither player can trigger a paid ability, rez, or score agendas until the next allowed opportunity (see above).

If effects trigger simultaneously, the active player resolves his effect(s) first, choosing the order if there are multiple. "**Prevent**"/"**avoid**" effects disrupt the resolving event that triggers them.


## ADDITIONAL TERMS


**Cost:** The symbol before the colon (:) shows what must be paid to trigger the effect, e.g., clicks () , credits (), or trashing that card ().

**Expose:** Show the card to everyone, then return it facedown (if it was facedown).

**Forfeit:** Remove the agenda from the game. It does not score points.

**Host:** A card with other cards ("hosted cards") installed on it or counters and tokens placed on it. If a host card leaves play, all hosted cards, counters, and tokens do as well.

**Recurring credit** (): These credits may only be spent as shown and are replaced (back up to the number) on the start of that player's turn.

**Unique cards** (): Only one may be active at a time. Other active copies must be trashed.





## CORPORATION TURN SUMMARY

### DRAW PHASE

*May trigger paid abilities, rez cards\*, and score agendas.*

Draw the top card card from R&D.

### ACTION PHASE

*May trigger paid abilities, rez cards\*, and score agendas.*

Must use *all three clicks* (⌚).

**Draw one card (⌚) from R&D**

**Gain one credit (⌚) from the Bank**

**Install agenda, asset, upgrade, or ice (⌚)**

May install one card *facedown* (unrezzed) for each click spent. **Agendas, assets, and upgrades** are placed *vertically*. **Ice** is placed *horizontally*.

Only one **agenda** or **asset** allowed per server and may only be installed on **remote servers**. **Upgrades** may be installed on any server. Only one **region** upgrade allowed per server.

**Ice** must be installed in front of all the other cards (*outermost* spot) on that server for a ⌚ cost equal to the number of ice cards already on the server.

**Play an operation card (⌚)**

**Advance a card (⌚ + ⌚)**

If advancement tokens meet the agenda's requirement, it may be scored.

**Trash a Runner resource (⌚ + ⌚ ⌚) if tagged**

**Purge all hosted virus counters (⌚ ⌚ ⌚)**

**Trigger card abilities with ⌚ cost**

*After each, may trigger paid abilities, rez cards\*, score agendas.*

### DISCARD PHASE

Discard cards from HQ *facedown* and horizontally into Archives until down to hand limit.

*May trigger paid abilities and rez cards\*.*

\*Note: At these times, only assets or upgrades may be rezzed. Ice may only be rezzed during the Confrontation Phase of a run when approached.



## RUNNER TURN SUMMARY

*May trigger paid abilities and rez cards\*.*

### ACTION PHASE

Must use *all four clicks* (⌚).

**Draw one card (⌚) from the Stack**

**Gain one credit (⌚) from the Bank**

**Install program, resource, hardware (⌚)**

Combined **program** memory cost (⌚) cannot exceed the Runner's total **memory units** (4 MU to start). Only one installed **console** hardware is allowed.

**Play an event card (⌚)**

**Remove one tag (⌚ + ⌚ ⌚)**

**Make a run (⌚)**

**Trigger card abilities with ⌚ cost**

*After each, may trigger paid abilities and rez cards\*.*

### DISCARD PHASE

Discard cards from grip faceup into heap to hand limit.

*May trigger paid abilities and rez cards\*.*

## Run Summary

### INITIATION PHASE

Declare attacking server. Runner gets 1⌚ for each Bad Publicity.

### CONFRONTATION PHASE

Confrontations begin with the (next) outermost ice.

*May trigger paid abilities.*

**Approaching ice:** Runner may jack out (unless first ice).

*May trigger paid abilities and rez cards including ice.*

Corporation may rez only the approached ice.

*May trigger paid abilities.*

**Encountering rezzed ice:** Runner can break subroutines (⬅) if icebreaker strength is at least ice strength and the subtypes (if any) match.

*May trigger paid abilities.*

Any unbroken subroutines trigger. Repeat Confrontation until run is ended (unsuccessful) or no rezzed ice left (access phase).

### ACCESS PHASE

Runner may jack out.

*May trigger paid abilities and rez cards\*.*

Run is successful. Corporation may rez cards. Runner must steal agendas if able; otherwise he may view and/or trash cards.